

FIGHT NIGHT

OVERVIEW

Fight Night is a multi-featured sports simulation.

- Main Event:** Test your pugilistic prowess against five of the world's toughest fighters.
- Boxing Construction:** Create your own boxers and put them against other fighters in...
- Training:** Train your constructed boxer, sharpen his punching skills, practice footwork.
- Sparring:** Practice what you learned in training; tune up for the real thing.

SELECT SCREEN

The start screen will appear after the game has loaded. This is the part of the game where you get to choose between the five major options.

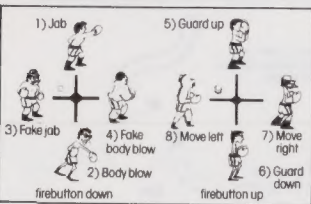
- Boxing is the arcade part of this package. You fight against a series of five contenders, each one more powerful than the last.
- Construct option allows you to create your own boxers. Boxers can have different appearances and qualities. They can be player or computer controlled, offensive or defensive, brick headed or glass jawed.
- Training allows you to practice your joystick control with one of the constructed boxers.
Practice the essential aspects of combinations and timing.
- In sparring you can have a match between two constructed boxers, player against player, player against computer, or even computer against computer.

To select an option just press one of the numbers 1 to 4 on the keyboard. Each option is explained below, but first here is a description of how the game actually works and how you can control a boxer.

JOYSTICK CONTROL

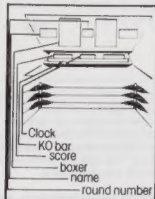
Both joysticks may be used. If only one is used then use Port # 2.

The action in Fight Night consists of eight different commands.



BOXING

If you select Boxing mode there will be a short pause while the first contender is loaded from the cassette, after the contender makes his entrance the fight begins. On the score board at the top of the screen, there are several important indicators.



The object of the game is to KO the contender by landing blows to the body and to the head while avoiding similar blows. Each time you land a blow your score goes up and the contender's KO bar increases.

There are 3 rounds in a match, each round lasts 3 minutes. If you cannot KO your opponent you might be able to win by decision. Your points accumulate through each round. If there is no KO then at the end of the third round the player with the most points wins by decision.

The section below on training will explain how the joystick works, and give you an explanation of performance and strategy.

If you plan to beat any and the wispiest of the contenders we suggest you try to read this section and train carefully.

SCORING

When you score points and how many points you score depends on the boxer you are fighting. The contenders and the constructed boxers have various strengths and weaknesses. The KO bars will go up as follows:

Each boxer has a certain 'point' value for each punch (jab, body blow, or super blow), and a different 'resistance' value for each punch. When a punch is landed the 'puncher's' resistance value and the 'puncher's' point value are considered. The actual damage caused is further adjusted by the guard position. If the guard is up when a jab is landed, or down when a body blow is landed then the amount of damage caused by a punch is **ZERO**. It is important to **MOVE YOUR GUARD IN ORDER TO PROTECT YOURSELF**. In addition, **EXTRA POINTS** are awarded for stepping into a punch and similarly fewer points are awarded for stepping out of a punch, so **PRACTICE STEPPING INTO AND OUT OF PUNCHES**.

"IN THIS CORNER..."



Dip Stick : (Ranked No. 4)

Small but slow... a mouth breather... also known as 'Barjo Eyes'... got his start as a washroom attendant but quickly rose through the ranks - product of fied fights and anaerobic training methods. Specialises in kidney shots, low blows... will also bite and scratch.

Strengths: Light on his feet... watch for his sucker punch.

Weaknesses: Light in the head... get him on the ropes.



Kid Kastro : (Ranked No. 3)

Former lead accordionist with Julio Iglesias band... weakness for cigars and wines (famous 'El Popo' and 'Vino Redo')... one tough hombre... Caribbean champ since '59 when he took out 'Bobo' Batista with six rounds.

Strengths: Super Blow known as the "Castnet Crusher". Fancy footwork. Throws lots of punches.

Weaknesses: Punches lack pop. Work on his cigar.



Hu Hin : (Ranked No. 2)

Famous as brother of Odd Job, actor/proctologist (starred in 'Boidfinger')... charter member of the Gang of Four Billion... whipped Bruce Lee and Chuck Norris for Far East Crown.

Strengths: Cement head. Vicious Superblow.

Weaknesses: Backs away from bodyblows.

Tip: Fakes confuse Hu. Fake a bodyblow or jab and when he steps back, step into a punch.



British Bulldog : (Ranked No. 1)

Former lamp post... upon learning to walk, resigned as Dean of Oxford to pursue pugilism full time... defeated Frank Bruno for British computer game championship in epic duel of wits between two unarmed men.

Strengths: Courageous. Takes incredible punishment. Outpunched 3.1 in the Bruno brawl (Frank burned out two joysticks by the time Bulldog found "x" on the C64 keyboard). Never been killed in any of his previous 46 bouts. Watch out for his Super Punch, the British Rail Roundhouse. Heavy puncher.

Weaknesses: Thick as a brick. Bulldog's ponderous style leaves him vulnerable to quick jabs and feints. Keep moving, tire him out. Use fakes.



Bronx Bomber : (The Champ)

A combination of all the features of his idols, the Bomber has the legs of Louis, the arms of Ali, the body of Braddock and trunks by Frederick's of Hollywood... won title by creaming Darth Vader... Nobel Prize Winner for Literature accomplished musician and vocalist lead tenor with Mormon Tabernacle Choir.

Strengths: Everything.

Weaknesses: None.

CONSTRUCTION

This screen consists of several parts. On the left half of the screen is a display of the visual aspects of your boxer. On the right half of the screen is the area where you make your selections.

The joystick controls most all aspects of the selection. When the construction screen first appears the "Box 1" is bordered in red. This means it is the active box. Moving your joystick left or right will display the various parts of the boxer you can alter: head, legs, body, name, colour, and control, plus the options you can perform on created boxers: modify, save exit and delete. When the option you wish appears, press the fire button. This will cause the active (red) box to switch from "box 1" to "box 2".



Head:

Move the joystick, from left to right and you will be shown a choice of 6 different heads for your new boxers. To make a selection simply press the fire button.

The selected head will appear on your new boxer as displayed on the left half of the screen, and it will return the active box to be "box 1".

Body:

Same as head (above), but allows you to choose body parts.

Legs:

Choose legs.

Name:

Type in the desired name for your boxer. You may end the first name by typing return or filling in with spaces. When you are finished press the fire button or return. **We recommend that you name computer control boxers** (see control below) **in a way that will help you remember later.**

Colour:

When you select colour change, "Box 2" will display a list of boxer parts where you may change colour. These are gloves, shorts and skin. You may see these options by moving the joystick left or right. Again, to make a selection press the fire button. Now a third box will appear. This box will display a colour. Use the joystick left or right to display the various colours. Make your selection by pressing the joystick. Control will return to "box 2". When you are finished with your colour selection choose "colour done".

Control:

First you must select between computer and player controlled boxers. Move joystick left or right. You will then have to enter a series of numbers. Each number represents the balance between two aspects of the boxer. Enter the numbers by moving the joystick left or right, and then hit the fire button. You could make your boxer's jab twice as powerful as his body blow. You will be asked for the balance between punch and jab and the resistance to punch and jab. (See scoring.) If your boxer is computer controlled you will also be asked for a balance between offensive and defensive moves, as well as "brains and action", brains is the percent of time the computer controlled boxer makes the correct move, action is the percent of time the boxer makes a move.

Train:

This section allows you to practice your joystick control and gives you the opportunity to evaluate a boxer's punching power. There are four "boxes" at the top of the training screen. They allow you to:

- select a boxer to train with.
- select the speed at which you train.
- select a mode to train with.
- observe the joystick movements.

The joystick will alter the selection inside a "box". The fire button will make a selection, and move control to the "next" box. The two modes are "follow and lead". In "follow" the computer uses the joystick chart to "ask" you to make a joystick move. When you make the correct move it asks for the next one. Observe the requested moves, they are valuable combinations. In "lead" mode you will be able to move the joystick at will. This mode should be used to practice your timing. Note when you can or cannot actually make a move, learn how the pulses (see below) work.

Practice:

To end a practice section and practice a different boxer or to change the mode or speed press space bar.

To exit practice mode altogether select exit from the boxer name menu.

Spar:

Spar allows you to call up any two created boxers and fight with them or watch them fight. Again, use the joystick to change the selection and the fire button to actually make the selection of which boxer. Note that the second player must use the other joystick.

HOW TO BE A "CHAMP"

Think of your joystick as having two independent aspects: with and without the fire button. Those moves made with the fire button depressed are directly affected by pulses. When you throw a jab the following happens:

pulse 1: you select joystick with the fire button.

pulse 2: your boxer does his wind up for a jab.

pulse 3: your boxer throws a jab.

pulse 4: your boxer does a follow through.

When you throw a body blow the same thing happens. A fake jab or body blow is similar in that pulse 1 is the same as above but you can hold the boxer in his wind up for as many pulses as you want. If you follow a fake jab by a real jab, or a fake body blow by a body blow, then there will be no delay, the boxer will immediately throw the punch.

Once you have made a "fire button depressed" move (pulse 1 above) YOU CANNOT MAKE ANOTHER "fire button depressed" MOVE UNTIL AFTER THE FOLLOW THROUGH. However you can make "fire button up" moves. This is very important when you consider scoring.

You can "hit" your opponent (or be hit by your opponent) ONLY during a jab or body blow pulse (not during the wind up or follow through). (Note: in the "Boxing" mode contenders have a special Super Blow, see below.) If you get hit by a jab while your guard is up:

- you will have any current punch aborted.
- you will be "penalised" by a one pulse reaction during which time you will not be able to throw another punch.

If you get hit by a jab while your guard is down:

- you will have any current punch aborted.
- you will be "penalised" by a two pulse reaction during which time you will not be able to throw another punch.

The same thing is true of body blow only with the guard positions reversed.

If you get hit by a Super Blow:

- you will have any current punch aborted.
- you will be "penalised" by a three pulse reaction.

It is important to read through scoring and training. Through understanding the importance of certain combinations and how they are scored, you will be able to defeat any opponent.

FORBIDDEN FOREST

for each ten arrows. When they are all gone you will have ten arrows left in the quiver on your back. RUNNING OUT OF ARROWS ENDS THE GAME. All your arrows are replaced with each new monster that you destroy. The speed of the game at this level is evenly paced and the kill requirements are minimum.

This is the best level to train in using the continue function.

LEVEL 2 - TROOPER

Once you master Level 1, this level will test your new-found abilities. The pace is stepped up and more kills are necessary on some creatures. All arrows are still replaced after each triumph.

LEVEL 3 - DAREDEVIL

Things are really moving now! Kill requirements have doubled on most monsters, the pace is nerve-wracking and, to make matters worse, your arrows are replaced only twice throughout the game. So remember to aim carefully.

LEVEL 4 - CRAZY

Here's an aptly named level. You will hardly notice the appearance of some of the monsters before they are on you. All kill requirements have become extreme and, by the way, you get only 1 fresh supply of arrows this time; approximately in the middle of the game. Please do not waste a shot!

MONSTERS AND GAME HINTS

The first attack will come from the giant spiders. They will rush at you from either side unexpectedly. They will turn and turn back, they will dodge the arrows, but mostly they will go right for you and they are hungry! The best shot is as soon as they appear but you can hit them right up to your nose. However a miss at that range will prove most unpleasant, so be ready to run. If you hear a buzz in the air be careful. There is probably an obese bumble bee hovering overhead and he has a nasty stinger for you. He is not very smart but he's quick and difficult to hit. Aim carefully and keep your distance from him.

You have seen some friendly frogs in your time but the overgrown tadpoles in the Forbidden Forest are not tadpoles. They leap from the landscape and drop from the sky. Run and dodge and shoot when you can. They are easy to hit but there are a lot of them and they're determined to jump on your head and make frogs legs out of you.

Favourite among the Demogorgon's hordes is the dragon. Sometimes he will make a bold frontal assault, slowly swerving in from the distance, tempting you to waste arrows on a deceptively easy target. Or he might use the surprise attack from either side. In any case, he will always end with a blast of fire. If you hesitate for an instant you will become the guest of honour at the Dragon's private barbecue. Shoot for the head; it is his only vulnerable spot. You can rack up points for hits on the body but you must hit the head for a kill. Congratulations, if you vanquish the Dragon, St. George will be proud. But you have made the Demogorgon very angry. He will now send out his right-hand man, the Forest Phantom with his personal contingent of kill skeletons. The phantom will stand back watching while his henchmen attack relentlessly trying to smash you with their spears. You can kill the skeletons but they'll keep coming until you can get a dead shot at the Phantom himself. Aim directly for his hooded face. The wrath of the Demogorgon is unbridled. He has released his pet to seek you out. Who but the Master of Monsters would have an eighty foot snake as a pet. It spits venom that will dissolve you right down to your shoes. All you can do is keep shooting at that sinuating torso and stay clear of the venom.

Now you've done it. You have killed the Demogorgon's pet snake. That was the last straw (or snake). The sky blackens in his name. Lightning heralds his approach. In the flashes of lightning you may catch a glimpse of a gargantuan figure in the distance. First he is here, then over there. He is invulnerable - except for one small spot just about between his eyes. He is coming closer. You have little more than sixty seconds to make the shot. Wait for the flash and aim at his head. Remember this, you have only once chance at the Demogorgon.

SCORING

LEVELS 1-4	KILLS REQUIRED	LEV1	LEV2	LEV3	LEV4
SPIDER	1000 pts	4	8	12	16
BEE	2000 pts	1	2	3	4
FROGS	500 pts	12	16	20	24
DRAGONS	4000 pts	1	1	2	3
SKELETONS	1000 pts	UNTIL PHANTOM KILLED			
PHANTOM	6000 pts	1	1	1	2
SNAKE	8000 pts	1	1	2	3
DEMOGORGON	10000 pts	1	1	1	1

ADDITIONAL POINTS

100 pts/arrows used after each kill.
100 - 500 pts for Dragon body hits. The larger the part, the more points.

TALLADEGA

OVERVIEW

Take to the super speedway as you race against KING RICHARD PETTY and 18 top pro drivers. Test your skill in qualifying for a pole position and then let'er rip in the real life 3-D main event where you lock horns with some of the "good ole boys!" Use strategy to plan your pit stops, draft leading cars to pick up time and save fuel, and be prepared to change your strategy. Make the right decisions, keep the pedal to the metal, have a little "racing luck" and you might beat Richard to the checkered flag. Remember, your opponents aren't just obstacles, they're "smart" drivers, each with his own strategy designed to beat you. After some experience you should learn to anticipate what many of the other drivers have planned, but watch out for Richard Petty... after 200 Grand National wins, he's not going to be easy and the KING doesn't like to lose!

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT No. 2 (it will not function in CONTROL PORT No. 1).

PLAYING RICHARD PETTY'S TALLADEGA FOR THE FIRST TIME
First you must choose on which type of track you would like to race. In the centre of the screen will appear:

- Tri-oval 30 laps
- Random 30 laps
- Random Repeat

The Tri-Oval track choice is the easiest track level. The Random track level is a track that the computer randomly creates that will have combinations of short and long runs. The Random repeat is used to race on the last random track you have just played.

To choose the track level, follow the instructions on the screen.

Qualifying

Now you are ready to qualify for your starting position: 1st (Pole position) through 20th (last).

Car Controls are as follows: Pressing and holding the fire button down increases your speed. The speed will increase until you reach top speed (250 mph). If you run into any obstacles, your car will slow down.

Pushing Joystick 2 Left or Right moves your car left and right. Pulling back on the Joystick (Away from screen) will slow your car until it stops.

Note: Braking has precedence over accelerating.

The Turbo Boost

The Boost allows you to immediately increase your car's speed dramatically. This is very important if you need to pass other cars quickly.

The Boost can only be activated when your car is at top-speed (250 mph). When you bring your car up to 250 mph, press and hold the fire button, at the same

time push the joystick forward and hold it forward, the car will immediately speed up and the sound of the Boost being activated will be heard. If at any time you let go of the fire button or move the stick in any other direction, the Boost will disengage. If you run out of fuel, drive on the shoulder of the road, bump into a car or do anything else that may cause your car to slow down, the Boost will disengage. Using the Boost has certain disadvantages. Using the Boost causes large amounts of fuel to be consumed. Using the Boost is dangerous because it causes the car to go faster than the speed at which it can be controlled around turns. Therefore, using the Boost on a turn will make your car slide out dangerously, perhaps into another car or flag.

Because of the previously mentioned disadvantages, the Boost should only be used on straight sections of track and only if the amount of fuel lost makes up for the positions gained. This is usually on the last one or two laps of the race when you won't have to make any more pit stops.

Note: Using the Turbo-Boost during qualifying will NOT improve your qualifying time.

The computer will now notify you that it is time to qualify by displaying "Prepare to Qualify" and then telling you when to go. When you are ready, press down and hold the fire button until you reach top speed. You will pass the Start/Finish flags on the right side of the screen and your qualifying lap will begin.

Cutting the turns

To be able to go around the whole track at top speed, you must cut the turns. Before a turn comes up, position your car near the right shoulder of the track (taking care that you don't hit the red and white shoulder for this will slow you down) and just BEFORE you actually get into the turn, move your car to the LEFT and hold the joystick to the left. Your car should be going at least over 200 mph. When the car reaches the LEFT red and white shoulder, it will not slow down, instead your car will then begin to slide back to the right side of the track. Once you are out of the turn, you can resume normal control of your car.

Note: If at any time while you are cutting a turn, you move the joystick in any direction but Left, the car will automatically disengage the cutting turn routine and you will have normal control again. This is important for control of your car while going through traffic. ALSO, you must be moving to the left BEFORE the turn pulls your car to the right or you won't be able to cut the turn.

Also note that travelling on the longest line on a turn or spending most of the time on the right-most part of the track will result in a higher lap-time than if you stayed more to the inside part of the turn (left side). This is very important if you want to have a good qualifying time.

There will be few cars on the qualifying run so watch out!

Qualifying continued

After you have finished the qualifying lap, the computer will either tell you that you qualified or that you did not. If you have qualified, then in the top left corner of the screen will be your Lap time and your Place on the starting grid. In the top centre of the screen will be displayed your Place and Qualifying Bonus Points (the better Place, the better Bonus Points). If you do not qualify, then you are not allowed to compete in the race and the results of the race you were not in are displayed. You will then be given a chance to qualify for the next race.

The Race

If you did qualify, you can now begin the race. Your car will be set up on the starting grid in your qualified position and the screen will tell you when to begin.

The First Lap

The first lap (from the starting place to the Start/Finish flags) is very important. You can gain many positions or lose many positions. Since not all of the racers have the same car, some may have difficulty starting up or some just might miss the starting indicators. Whatever the case, make sure you start on time and drive carefully since some cars may have stalled on the track ahead of you. Also watch behind your car for any cars that may try to sneak by you.

The Race continued

Despite the level at which you are racing, many variables should be considered. All races can have accidents at any time. Your car can have problems at any time, although most problems are caused by rough driving. Depending on whether or not you draft the cars ahead of you or if you drive on the shoulders of the road determines how fast you will consume gasoline. Also, tyre wear is greatly increased by driving on the shoulders. A sudden stop or a complete stop on the track is almost always asking for trouble. If you have to stop, do it in the pits. Always keep one eye on the indicators at the top of the screen, and make a pit stop if something is amiss.

Racing Strategies

Unlike most racing games, each driver on the track has his own racing strategies and styles. Some cars will be harder to pass than others. Many cars will attempt to block you from passing them and many times you will have to either trick them at the right point on a turn or slow down.

Remember it is better to remain in your position until the right opportunity comes, otherwise you could lose five or more positions by making a mistake.

The Pit Stop

The best time to make a pit stop is during a yellow flag. You will not lose your position and you will have ample time to fix whatever needs repair. However, some races will have few accidents and so you must take only as much time as necessary to get the job done.

The Racing Screen

This is the screen with your car on the track and the other cars you are racing against.

Your Position Information

In the top left part of the screen is everything you need to know about your current position on the track. Your last lap's time, the current lap that you are running and your current Place on the track.

Track Condition

The track condition is indicated by a small flag inside the position information area. The flag descriptions are as follows:

- Green - Everything is ok.
- Yellow - Caution, there is an accident.
- White - One more lap for you to go for the race.
- Checked - Need this be explained?

Car Performance

This is the small square of information in the centre of the screen. Your tyres condition (0-99). Number of gallons left in your tank, and current speed of your car is displayed here.

Next Car for You to Overtake

At the top right corner of the screen there is a number followed by a dash. This number is the position of the car one place ahead of you in the race. Next are two lines, giving the name of this driver, his car name or number. If you are in first place "PLAYER'S CAR" will be visible here.

Your Score

Your Score is displayed under the next car you have to overtake and is calculated by how fast you are going, what bonus you received upon qualifying, how many laps you have led the race and what position you finished the race.

Pit Stops Explained

The pit area is a section of extra pavement on the left side of the track just after turn 3 and before the start-finish line. To make a pit stop, you must move your car all the way to the left until your car is in the pit area and slow your car until it stops completely. It is advisable to slow down a bit before entering the pits or you might miss them.

Once you have stopped completely, the screen will change to an over-view of your car in the pit area. At the bottom of the screen is a list of things that you can do, plus any vital information about the other cars on the track and your position.

By moving the joystick, you can position the cursor under various functions and by pressing the button, you will have chosen that which is to be done.

These functions include:

- Add Fuel
- Check and Fix Engine
- Change Tyres
- Leave Pits

Choose what you would like to have done by moving the flashing cursor on the function you would like to have performed and press the fire button. To move the cursor, push the joystick in any direction once, the cursor will then move down one position on the list of jobs. By manipulating the cursor, choose what you would like to have done. An asterisk will appear next to the job being worked on. When the 'D' appears next to the job, then that means that the job is done. Depending on what you have chosen to be performed determines how long your pit stop requires. Some jobs take longer than others.

When you have done all that is needed, move the cursor under LEAVE PITs and press the button. You will then go back into the race.

Also note that you can leave the pits at any time by moving the cursor to LEAVE PITs and pressing the button. If the jobs you have asked to be done are not yet finished you will cause everything to be dropped and you will be able to leave the pit area immediately. This is desirable in case you have very little time.

The YELLOW FLAG Condition

When the yellow flag comes out, you must race the way to the START/FINISH flags whether or not you decide to go into the pits. This is to establish your restarting position once the green comes back out.

Once the screen in the top centre displays your restarting position, then you can travel around the track until you reach the pit area again. If you want to make a pit stop, do it now. If you don't want to, then continue until you reach the START/FINISH flags again. You will be repositioned in your restarting grid position and you will resume the race.

If you enter the pits, you can take as much time as needed, or until a warning message is issued at the bottom of the Pit Stop screen, in which case you will have to leave the pits rapidly.

Note that since the yellow flag conditions result in the repacking of cars in new grid positions, you can in effect have been almost 1 lap behind a car and be repositioned right next to it. This is of course only possible if you were on the same lap as the other car. This can also work against you if you had a hard time passing another car, and then it is repositioned right next to you.

Drafting

Drafting is following the other car in front of you closely so as to take advantage of the reduction of air resistance against your car thus reducing your gas consumption. To take advantage of drafting, just move your car behind another car travelling at relatively the same speed that you are. When you are truly drafting, your car's colour will turn a light shade of blue and the sound of the air rushing by will be heard. Drafting is very important if you end up with just a few gallons of gasoline left near the end of a race.

Tyre Wear

Your tyres' tread number is always set to 99 when you first start out. Whenever you drive on the shoulders of the road or if you are currently using the tread number gets below a safe level, it will start flashing. Should the tread number reach 0, you will be out of the race and many times you will crash. The tyre tread number can be increased by 99 by making a pit stop and replacing the tyres.

Fuel Consumption

Fuel consumption is based on how fast you are going, whether or not you are drafting, if you are driving on the shoulder of the road or if you are currently using the Turbo-Boost. You start out with 22 gallons and you can increase the amount during pit stops. Remember that you can choose to get only a few gallons of gas in the pits if time is of the essence. The fuel number will flash if you are running low on fuel.

Car Collisions and Leaning On Cars

A car collision can be caused by running into a car that has stopped on the track, by stopping on the track and being run into from behind, or by sliding out of a turn so quickly that you seriously hit another car. You can also run into the flags on the right shoulder of the road which will cause you to crash. The other cars will usually try to get out of your way and of each other, but sometimes a car may be boxed in by other cars and will usually crash into you. Cars will slow down to a point, but they will never dangerously stop completely.

During the course of the race, it is possible to bump lightly into other cars to influence them to move over or to lean on them during a turn. Note that to lean on a car, you must be on the left side of it and have your joystick pushed to the left while your car tends to slide to the right on a turn. Too much leaning and you could crash. Leaning on another car is important because it allows you to retain your position while going top speed.

Blocking other cars is possible by going in front of them and slowing down slightly. This is essential to keep your position. The car being blocked will either slow down if you have boxed it in or it will pass by you. Just remember not to slow down too much.

Engine Trouble

For some unknown reason, your car's engine may have trouble. This trouble is recognised by the car's inability to remain at a certain speed when you let go of the fire button. When this happens, it is advisable to make a pit stop and select the Check and Fix Engine job. If you don't you run the risk of having the engine suddenly break down and then you usually cannot go faster than a certain speed which could result in an accident. Note that this can be completely prevented by running the Check and Fix engine job whenever you can. Checking the engine is much quicker than if it has already broken down and the pit crew has to fix it.

GAME OVER

The Game is over if you crash, run out of gas, blow a tyre or complete the race. In any case, the computer will return to the starting screen which is the Track level choice.

ADVANCED SECTION

This section describes some of the finer points of the Raven and its operation. Before reading this section, it is suggested that you take the Raven out for several experimental runs.

The common name for project XCV Ag1-2 (Type C) was originally "The Nighthawk". However, a bad circuit garbled the Inviso cloak feedback so that instead of sounding like the screech of a nighthawk, as it was supposed to, it sounded more like a raven. Everyone involved in the project began to jokingly refer to it as "The Raven". The bad circuit was never replaced, and the new name stuck.

The Raven is Earth's most technologically advanced lighting machine. It is equipped with the following features:

AGRAV GENERATOR (ANTI-GRAVITY GENERATOR). The Agrav generator holds the Raven half a metre off the ground so that it can glide over any surface. This allows the Raven to carry heavier weaponry than conventional assault vehicles without a sacrifice of speed.

INVISO CLOAK The Inviso Cloak is capable of generating a negative electromagnetic field which makes the Raven invisible for short periods of time.

PROTONIC SHIELDS. These shields absorb virtually every known form of energy and allow the Raven to carry very little armour.

GRAVITY SCOPE This electromagnetic device permits an overview of the Raven and surrounding terrain, including enemy craft and projectiles.

ZOOM LENS. This viewscreen option permits one to identify distant objects.

BIPHASAL THUNDER CANNON. Earth's finest heavy armament, the Thunder Cannon permits firing of two nuclear shells in rapid succession, each of which is capable of penetrating 1 metres of armour plate.

SPECIFICATIONS FOR XCV Ag1.2 "THE RAVEN"

ARMAMENT: Heavy Cannon 2 shots/round
PROPULSION: Agrav generator
TOP SPEED: 180 kph
ARMOUR: Very light (Armour is inessential as this unit is equipped with shields).
NOTES: It is also equipped with a class 3 Inviso generator, which allows this unit to become virtually invisible to any sensory devices that detect electromagnetic radiation.

SYSTEM DESCRIPTIONS

BIPHASAL THUNDER CANNON. The cannon fires shells armed with limited nuclear warheads. Each shell is capable of penetrating 1 metres of armour. The Cannon's fire rate is 2 shells per round. Between rounds, there is a delay to allow the next 2 shells to be loaded and armed. The range of the cannon is sufficient to reach targets as far away as 2/3 of the distance from the Raven to the edge of the gravitic scope operating in Normal Mode.

GRAVITY SCOPE: This device (located in the upper-right corner of the instrument panel) shows a top view of the area surrounding the Raven. The Raven is indicated by the dot in the centre of the scope. Objects which are in front of the Raven will appear above this central dot on the scope. Objects behind will appear below the central dot. The scope locates objects by detecting their gravitational field. It has an advantage over the more traditional radar scope in that it cannot be fooled by electromagnetic tricks employed by Inviso Cloaking devices. Since it can determine the size of an object, it is able to distinguish between small objects (like shells) and large objects (like armour units). It can be operated in two modes. In the normal mode, only large objects will appear on the scope. In the fine mode, however, all objects, including shells, will appear. The Fine Mode is activated by pressing the F5 key on the Raven. Pressing this key again will switch the scope back to normal mode.

INVISO CLOAK GENERATOR: This device generates a field which makes the Raven invisible to all electromagnetic sensory devices. When active, enemy units will be unable to track the Raven. They will, however, have a fix on the Raven's last visible location. Furthermore, the Raven's location will be temporarily revealed whenever the cannon is fired. When the Inviso Cloak is activated, it will remain on for approximately 35 seconds, then it will automatically deactivate. Note that a large amount of energy (approximately 7,000 units or 17.5% of Energy Cistern capacity) is consumed by activation of this device. It should be used prudently. (The original specifications for the Raven called for the Inviso Cloak to be manually deactivated. However, extensive research revealed that the best ratio of tactical flexibility to Inviso consumption of energy was achieved by having the Inviso activate for (35 seconds).

ZOOM LENS: This device permits long-range scanning through the viewscreen. It is most useful for identifying distant objects. However, it narrows the Raven's field of vision significantly. It is activated/deactivated on the C-type Raven by pressing the Z key on your control console.

SELF-DESTRUCT MECHANISM: Should your situation become hopeless, it is incumbent upon you to destroy the Raven before it can fall into enemy hands. Activating this mechanism will release all of the energy in the Cistern and cause the core of the Raven to implode. This mechanism is activated by pressing the CTRL and R keys simultaneously.

PROTONIC SHIELDS: The current strength of this defensive system is indicated on the blue gauge located on the right side of your viewscreen in the leftmost position. These shields are capable of absorbing almost all forms of energy: heat, kinetic energy, radiation, etc. Thus they provide protection against shells, lasers and high speed collisions. Note that each time an enemy craft scores a hit on your shields, the shield energy is depleted slightly. Should all of your shield energy be entirely depleted, the core of the Raven will implode.

ENERGY CISTERN: The cistern holds approximately 40,000 units of energy. The current amount of energy within the cistern is indicated on the magenta gauge. Operation of the Raven at a basic level (life support on, shields up, and Agrav generator active) consumes 10 units/second. Activated systems use energy as follows:

ACTIVITY	ENERGY CONSUMED
Basic Systems	10 units/sec
Agrav Phase 1 (Forward movement)	10 units/sec
Agrav Phase 2 (Reverse movement)	5 units/sec
Arming of a shell	25 units
Inviso Cloak generator active	200 units/sec (7000 units total)

Note that if the Energy Cistern should be entirely emptied, the core of the Raven will implode.

OPERATION ADVISORY

The following points have been gathered through extensive testing of the Raven in simulated combat situations.

A. Do not sit still or spin in place, always be moving. It is difficult for enemy units to track the Raven when it is moving. However, when the Raven does not move it becomes a very easy target to hit. (Exception: when there are no enemies present, and the Raven is waiting for enemies to appear, energy can be conserved by sitting still).

B. Use the Inviso Cloak prudently. It consumes vast amounts of energy and should only be used in dire emergencies. Generally, the Inviso cloak can be activated twice on a full cistern of energy.

C. Preserve fuelbays. Do not refuel at a fuelbay until it is time to warp to the next system, or until the Raven's shields or energy are nearly gone. Since fuelbays can be used only once, it is wasteful to refuel when the Raven is nearly at full strength.

D. Use the Zoom lens for short periods of time only. The Zoom lens narrows the field of view and thus increases the blind areas of the Raven window. Zoom should be used to identify and examine distant objects only.

E. Use the Fine Scope toggle. In fine mode shells and lasers appear on the scope. This is useful for dodging as well as identifying which objects behind the Raven are firing and hence dangerous. At times, when the scope is cluttered with many dots, it becomes useful to switch to normal mode to see which dots are actually enemies.

TACTICAL MANOEUVRES

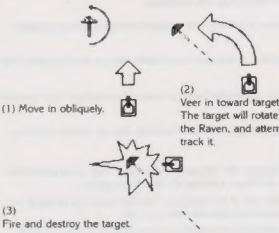
VEER OFF: Move head-on at the target, fire, then veer off to avoid its shells.

- (1) Fire at target
- (2) Veer off



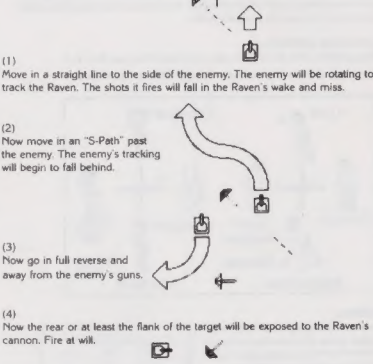
- (3) The enemy is hit, but the Raven has safely avoided enemy fire.

VEER IN: (Useful only against slow moving targets such as laser batteries).



- (3) Fire and destroy the target.

THE MOVE: (This precision manoeuvre requires practice to be performed correctly. It is most effective against immobile enemies, but experts can also use it against a moving target. Move in to the side and past the target, forming an "S-Path", then go in reverse in a semi-circle away from the enemy's gun until the enemy is in the Raven's sights.



- (1) Move in a straight line to the side of the enemy. The enemy will be rotating to track the Raven. The shots it fires will fall in the Raven's wake and miss.
- (2) Now move in an "S-Path" past the enemy. The enemy's tracking will begin to fall behind.
- (3) Now go in full reverse and away from the enemy's guns.
- (4) Now the rear or at least the flank of the target will be exposed to the Raven's cannon. Fire at will.

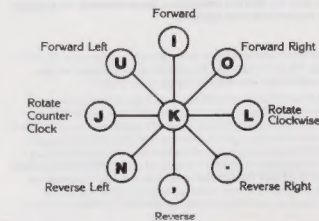
FIRING IN THE INTERIM: (This manoeuvre is extremely dangerous and more often than not results in the Raven being hit. However, in desperate situations it may offer the best chance for survival.)

As the enemy fires at the Raven, veer away and dodge the incoming shells. At the instant that the enemy shells have passed the Raven, veer in and quickly fire on the target. With luck, the enemy will not be able to reload and fire before the Raven's shells have destroyed it.

SUMMARY: The guiding principle for all of these manoeuvres is simple: HIT YOUR TARGET WITHOUT GETTING HIT. These are not the only manoeuvres possible in combat situations. For every weakness of an enemy there is a corresponding tactical manoeuvre which will take advantage of that weakness. However, as the Raven has only been tested in simulated combat and not against Arcturan craft, it is up to you, Commander, to determine what tactics seem best.

RAVEN COMMAND SUMMARY

Keyboard controls are:



Keyboard controls are identical to those in the Raven diagram above.

Command	Joystick Mode	Keyboard Mode
Fire Cannon	Fire Button	Space Bar
Activate Inviso	Fire Button	RETURN Key
Zoom On/Off	F7 Key	F7 Key
Fine Scope	F5 Key	F5 Key
Special Commands		
Self Destruct		CTRL-R
Pause Toggle		C--(Commodore Key)

LOADING INSTRUCTIONS

Ensure cassette is fully rewound. Press SHIFT and RUN/STOP keys together, press PLAY on the cassette player and the game will load automatically and stop when loaded. To proceed into the second game switch the computer off and then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player. You must, however, ensure that the counter is zeroed before loading the first game. For ease we have included a grid for you.

STELLAR 7	FORBIDDEN FOREST
FIGHT NIGHT	TALLADEGA

CREDITS
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BIG NAMES BONANZA